```
WAL::Scene
  Entity
  id
 _entities
  newEntities
  views
 nextID
+ getID()
+ getEntities()
+ addEntity()
+ scheduleNewEntity()
  view()
+ applyChanges()
  Scene()
+ Scene()
  ~Scene()
  operator
            :()
  componentAdded()
 _componentRemoved()
  entityRemoved()
             +_scene
       WAL::Entity
 _uid
 _name
 _disabled
 _shouldDelete
 _notifyScene
  components
Scene

    nextID

+ getUid()
+ getName()
+ setName()
+ isDisable()
+ setDisable()
+ shouldDelete()
+ scheduleDeletion()
+ getComponent()
 tryGetComponent()
+ getComponent()
and 13 more..
 _componentAdded()
  componentRemoved()
             #_entity
    WAL::Component
    + operator=()
       ·Component()
    + clone()
    + onStart()
    + onStop()
    # Component()
# Component()
            Δ
BBM::SpeedComponent
+ speed
+ clone()
+ SpeedComponent()
+ SpeedComponent()
+ SpeedComponent()
    SpeedComponent()
 + operator=()
```